

ABSTRACT OF THE DISCLOSURE

A method is described to let animators control the extent by which kinematically scripted character motions affect dynamically simulated objects' motions. The dynamic objects are connected to the kinematic character, such as clothing or hair, and the motion of the dynamic objects is simulated based on the motion of the kinematic character. Such control is important to produce reasonable behavior of dynamic objects in the presence of physically unrealistic kinematic character motion. An Inertial Field Generator (IFG) is employed to compensate for the unreasonable behavior of dynamic objects when the kinematic character undergoes unrealistic motion.